Three Plains
Pick-up & Play Rules (V.0.5)

For Version 3.8 (25/03/2016)

"A Few Words from Flip-flop before we Begin"

Hi there Wargamer, my name is Flip-flop, and today I'm going to be taking you through the Pick up and Play Version of the Three Plains Rules.

Ok then, so you have downloaded Three Plains and realised it's not a small skirmished game, but a full blown-out WAR GAME with about 70 pages of core rules to learn. But don't despair just yet fellow War Gamer, because here is a quick Pick up and Play version of the game anyone can follow and learn how to play the game.

And remember if 'I' can do it, then anyone can... Ok then, let's begin :)

Dice

Before we start, we need to know that term D6 means one six sided die. That's it, carry on.

Step 1- Getting Ready for Battle

So you're ready for war, it's just that you have no army to fight with. Fear not War Gamer, as we have included two army lists of Black Land Orcs and Herlanceians for you to play with, which can be found in the Pick-up and Play Three Plains Rules Folder.

Choose one army which feels right for you. Then go to Epicwargaming.com and find those models and print them off, and make them all up, which should keep you out of mischief for a bit and give you a core army to game with.

If you're having problems finding those models, you can find links to them all within their Army List, because we are nice like that down at Epicwargaming.com.

Playing Pieces

So now you have these Models, let's take a closer a look at them eh.

Some of the model's bases will have more than one figure or warrior on them. No matter how many figures are on one of the model's bases, they still count as one model. So, if a model has 1 attack, it will still get 1 attack even if it has 4 figures on its base.

Now each model in terms of the game are called 'Gaming Pieces'. A Gaming Piece can be just one model on its own if it is a Beast or a Character, but gaming pieces can also be a group of models all moving and fighting together as one gaming piece, like a unit of troops.

You will notice in their Army Lists, that Gaming Pieces have been divided into different pieces, Which are **'Characters'**, **'Units'**, **'Beasts'** and **'War Machines'**. All these pieces have their own special rules, but for now that is not important, as we shall cover that later in these rules.

What if I wanted to make my own Army Lists?

Well if you really want to... Ok, the first thing you must understand is that all gaming pieces have a cost in 'Points'. Points work like a currency in the game. Otherwise, you could just have what you wanted and that would be a very unfair and unbalanced game.

Before you game, you and your friend need to decide how many points you wanted to play. A good size would be anything from 500 points to 2000 points.

But hang on soldier, there's one more thing you need to keep in mind before running off to war! At the moment there's nothing stopping you from buying whatever you want with your points. You can buy super rare beasts such as Dragons or just stuff your ranks full of Elite Warriors, such as Iron Fists for the Herlanceians. Surely, they must be a system in place to deal with this? There is, its call the **'Shapes Allowance'.**

Here is the **'Army Shapes Allowance Chart'**, which tells you just how many shapes you can have in your army, depending on its size in points.

Army Special Allowances Chart

Army Size	■	▼	◆
1 to 500 points	+1	0-3	0-2
501 to 1000 points	+1.5	0-4	0-3
1001 to 1500 points	+2	0-4.5	0-3.75
1501 to 2000 points	+2.5	0-5	0-4.5
2001 to 2500 points	+.3	0-5.5	0-5.25
2501 to 3000 points	+3.5	0-6	0-6
3001 to 3500 points	+4	0-6.5	0-6.75
3501 to 4000 points	+4.5	0-7	0-7.5
+500 points	+0.5 ■	+0.5 ▼	+0.75 ◆

★
1 ★ within 1pt to 4000pts
2 ★ within 1pt to 8000pts
3 ★ within 1pt to 12000pts
4 ★ within 1pt to 16000pts

Triangles (▼) and Diamonds (◆) work just like points. So if you had an army of 500 points, you could have 3 triangles and 2 diamonds, and if your army goes over that limit, then it's time to make some cuts.

Squares (■) are a little different, as you must include them in up to the value needed for your army size, but you can go over that value too. So if you had a 500 point army, you must include at least one piece that costs at least one square.

You cannot include the same piece more than once in your army if it is worth a Star (★). So you can have one Grand General worth one star and one Jigor worth also worth one star, but you cannot have another Grand general in the same army.

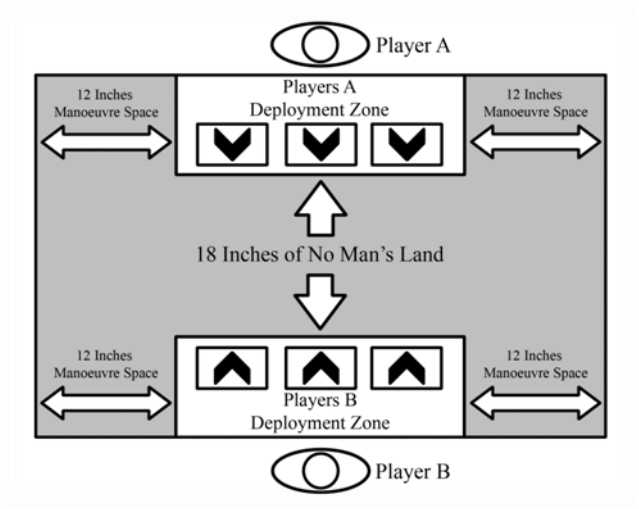
However, every time you spend over 4000 points on an army, you gain another star to spend.

One last thing you should know before we move on. Points are paid out for models, but shapes are paid out for models and sometimes entire pieces. For instance, a unit of 10 Saws costs 17 points per model and one Diamond. So the total cost will be 170 points and 1 diamond. Whatever the case may be, the piece's army list will always make it clear how to spend your points and shapes correctly.

Step 2 - Setting up the Gaming Board for Battle!

Now we need to get a board by about at least 6x4 foot and plonk it on a table. That's the playing surface sorted out.

With a blank board in front of you, guess what now? Well now you should fill it with terrain, which could be anything from Houses, Hills, Woods, etc. One of the players will set out the board's terrain and the other will choose the side they want to play at. Both players should play across the board facing each other, at the board's longest sides. Underneath is an example of a gaming board and where the player will set up their gaming pieces.



As you can see from the example above, the board has been broken up into three zones.

The first zone is **'No Man's Land'**, and no gaming piece can be deployed in this area of the board.

The other areas are the Player's own **'Deployment Zones'** where they can put their troops.

Then there is the '12 inches of Manoeuvring Space', which has to be clear of gaming pieces at either side of the board.

I know your eager to set down your troops for battle, well you're in luck, as that is what we are going to do next.

Both sides need to choose one of their **'Character Pieces'** to be their army's general. Find their stats table in their army list which should look a little something like this:

	M	A	CR	D	Save	PT	S
Garrison Master	7	2	5	1	2 0 0 0	3	5

This shows all the key information what you need to know about a gaming piece like how far they can move or how many attacks they have etc, but at the moment we are just interested in the **'Soldiering'** Stat or S for short. We can see the Garrison master has a Soldiering 5.

A piece's 'Soldiering' value indicates how competent they are as a warrior or a commander in battle. So you going to want to choose the character with the highest soldiering value you have in your army list.

One side can win an extra terrain feature within their deployment zone. This can only be one of the following terrain features, either a small to medium sized hill, a large pond or a wood measuring 1 foot squared.

If one or both players want to use this bonus, both sides' generals must roll for it. Each soldiering point a general has is worth 1D6 each. So the Garrison Master above would get 5 soldiering dice.

The side that scores the most **'Passes'** or +4's wins the bonus terrain feature, whilst the losing side must go without. For instance, Player A has a general with a soldiering 5, and Player B's general has a soldiering 4. Therefore, Player A rolls 5 dice against Player's B's 4. Player A scores 3 passes and Player B scores just 2, which means Player A wins the throw, and so gets the bonus terrain feature to deploy out within their deployment zone. If the winning side does not want to use their bonus terrain feature, they may discard it instead of deploying it. Reroll any draws.

Step 3 - Deploying out Troops

After the board is all set up with its terrain, both sides can set out all of their troops.

Both players will put down one of their gaming piece at a time, and they will take it in turns until all of their pieces have been put out.

Both sides must roll out their general's soldiering dice again, and the side with the highest amount of passes wins the right to decide who sets out the first piece. Reroll any draws.

Step 4 - Who goes First

Get your General's soldering dice ready again, as you will need to roll them again to decide who goes first. The side who wins the roll, decides who goes first. Reroll any draws.

Turns

After determining who goes first, it's time to begin the game, hooray! Each player has **8 TURNS** to complete their game in.

Each turn is broken into a further 4 phases, which must be run through in the following order; **'Movement'**, **'Shooting'**, **'Close Combat'** and the **'Battle Stress Phase'**.

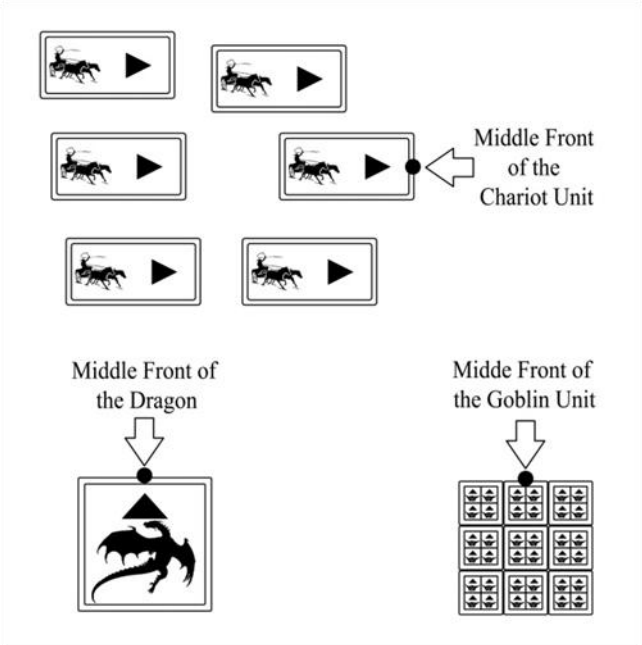
Step 5 - Movement

Ok then, it's time to learn how to move your pieces around on the board, which is handy to know in the **'Movement Phase'** part of the game, which we are now in.

Looking at your piece's stats again, find the letter **'M'** and the value underneath it. 'M' stands for Movement and this stat tells you how far you can move your pieces in inches around on the board. So returning back to our Garrison Master as our example, we see he can move 7 inches per turn.

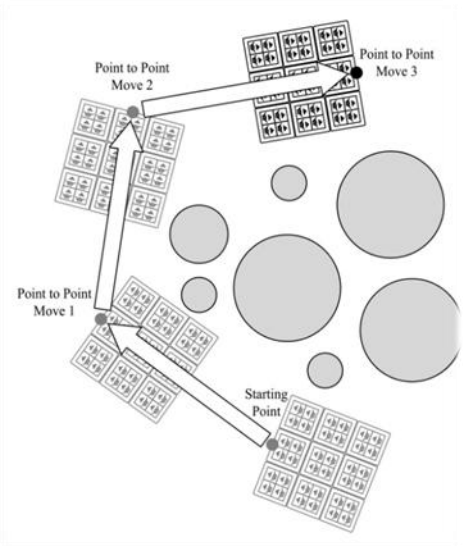
The 'Movement Phase' has to be played through in a certain order, which is; declare charges, move charges and then move all the remaining pieces you have in your army.

When moving a piece, the most important thing you have to keep in mind, is the **'Middle Front'** of your piece.



Above are just a few examples where the Middle Front of a piece is, both on a model and a group of models.

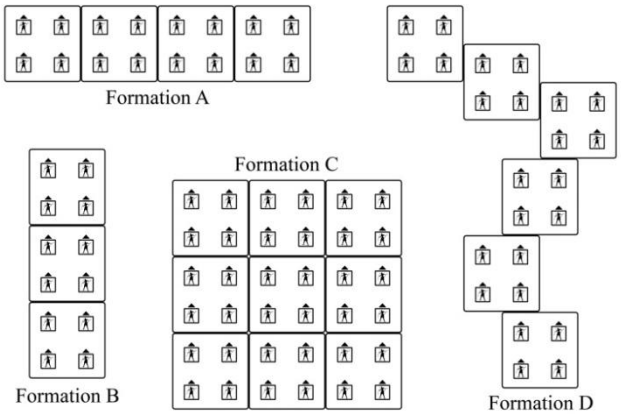
When you want to move a piece, start from its middle front point and simply move it from point to point on the board until it either runs out of movement or you get it to where you want it to be on the board.



Above, you can see a unit of goblins being moved around a bunch of boulders using point to point movement.

Now that we have a grasp of point to point movement, we can move on to the two general modes of movement used in the game, which is **'Loose Movement'** and **'Unit Movement'**.

All '**none'** unit pieces use **'Loose Movement'**, which basically means you can move a gaming piece individually, even if it's a group of models from point to point on the board. However, groups of loose moving models still have to be moved and stay together in a group, but they can take any formation they wish, as demonstrated underneath.



Unit pieces move around in much the same way, but they must move as a rigid block of troops, which keeps its shape as it moves.

Also, when turning a unit left or right, sharper than 45° on a any of its points of movement, measure from the middle front of the unit out to one of its left or right sides, and deduct this value from its total movement value that turn. This is the unit's 'breaking point', were its formation will break down into a rabble of fighters and becomes vulnerable. The unit can continue to move up to its full move in that turn, but if it moves over its breaking point it will suffer from **'Flimsy Ranks'** until the start of its next turn. This is because the unit has overextended itself during this manoeuvre, as its warriors did not have enough time to get back into their formation before its turn ended. 'Flimsy Ranks' will be explained in the **'Battle Stress & Soldiering Dice Chart'** found in Pick-up and Play's Folder.

When a piece charges, it must always do so in a straight line, move up to its full movement, and keep on charging from turn to turn until it reaches its target. However, the unit will stop charging if its route is blocked. The charging piece can also be commanded to stop by taking a **'Deviancy Check'** (or **'DC'** for short).

All races have a **'Deviancy Level'**, which can be found within their army list under their faction's special rules.

The races deviancy level is converted into **'Battle Stress'** dice, each point becomes one D6.

To take a deviancy check, the defending side rolls out their soldiering dice, and their opponent rolls out their battle stress dice created by that situation. There may be other battle stress and soldiering dice modifiers that could affect the check. To work out any other modifiers, use the **'Battle Stress & Soldiering Dice Chart'** in found in Pick up and Play Folder and apply those modifiers if they affect the game at that time.

A piece must always **'Dash'** move if they cannot reach their charge target.

A dash is just +D3 inches worth of movement added on to their original move, and each time a piece dashes, they will suffer one **'Endurance Point'**.

Once a piece gains 4 or more endurance points, they will become exhausted and suffer the following affects for the rest of the game, unless they **'Rest'**.

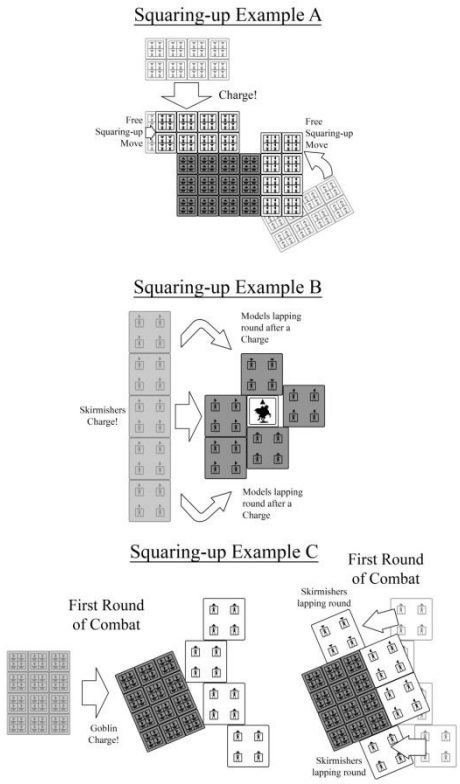
- In combat, exhausted models must reroll all of their successful rolls to hit in combat; whilst their enemy can reroll all failed hits against them once more.
- Exhausted pieces suffer -1 agility to their save.
- When shooting, exhausted pieces must reroll all successful hits once more.
- Exhausted pieces halve all forms of their movement.
- Exhausted **'Flying'** pieces cannot fly move.
- Exhausted pieces can no longer **'Dash'.**

To rest a piece, it must do nothing from the start of its turn right up to the start of its following turn. Only then can it get over its exhaustion and be used normally again. If the piece moves, shoots or casts magic or is attacked by the enemy during this time it will fail to rest properly and continue suffering from exhaustion.

After a piece charges an enemy and reaches them, they must **'Square-up'** to them in combat. To do this, turn and slide-up the piece against its enemy.

The charging piece should always square-up to get as many models into fight as possible. Loose moving pieces will even move its models individually into fight, lapping them round on to the enemy's other sides if necessary, and provided they have enough movement left in their charge to do so. If some loose moving models cannot make it into fight that turn, they will always move into fight in their next turn instead.

On the right are a few examples of pieces correctly 'Squaring-up' in combat.



Step 6 – Shooting

Why fight someone when you can shoot them instead eh? A model that is armed up with some kind of missile weapon (like a Bow for instance) can make one shooting attack in the **'Shooting Phase'** of the game.

To shoot an enemy, you must first choose which one of your missile pieces will shoot and what its target will be.

This target must be in range of the missile weapon used. You can find out any missile weapons effects and range in the Three Plains Rulebook on page 73. Also, the shooter must be able to see its target. In a group of shooters, models which cannot see their target cannot shoot, whilst the rest can.

All rolls to hit are made by rolling a D6 for each shot. Scores of a 5 and a 6 will land on target, whilst the rest miss.

Here is a few shooting modifiers to take into account when rolling to hit:

- Shooting an enemy at **'Close Range'**, which is within 10 inches of the shooter, that piece will receive +1 to hit, making the typical score of a 5+ to hit, a 4+ instead.
- **'Cover'** is usually a hedge or a small wall or any obstruction obscuring half of the target from the shooter. All shooting at pieces under cover suffer -1 to hit, making the typical score of a 5+ to hit, a 6 instead.
- Missile pieces can **'Move and Shoot'**. However, if they use more than half of their movement up whilst shooting, they will suffer -1 to hit their target.
- All shooting at unaccompanied models, mounted or not, that are no bigger than 30x30mm will suffer -1 to hit. Furthermore, if these pieces are within 3 inches of another friendly piece, which is not a small individual model like themselves, they cannot be targeted by their enemy with shooting or magic. However, if a shooter or caster can move within 6 inches of these solitary models, they can always be targeted, even if they are still within 3 inches of another friendly piece.
- Pieces which are classed as **'Skirmishers'** halve all magical and shooting hits upon them. All odd scores are rounded up. Even if those hits automatically hit, they must still be halved.

So what happens if the score needed to hit goes beyond a 6? In these cases, just use a die with more sides to it. So if you need a 7 to hit, roll a D8 and the score of a 1 to 6 misses, the score of 7 hits and reroll if you score an 8. Or if you need an 8 to hit, roll a D8, and the score of 1 to 7 misses and the score of 8 hits.

There's just a few other things to note about shooting.

All shooting hits upon a unit or other groups of models will always hit the piece's standard models that it is mostly made up of in the group. Shooting hits will never land on any accompanying characters in a group, unless they are the last ones left in that group. If any damage is left over after wiping out a group of models after shooting it that leaves a character remaining, reroll all the remaining damage left over again upon the character.

All shooting hits upon mixed pieces, such as a character mounted on a beast or beasts and their masters should be divided up using a D6. Scores of a 1 to 4 will hit the beast/s and 5 to 6s hits the beast master or the mounted character. If this seems unfair, because there are more beasts than beast masters for instance, divide up the hits more appropriately.

Overcoming Saves and Damaging an Enemy

Ok then, so you have hit something, it's time to put it down once and for all!

After hitting an enemy in combat, shooting or with magic, you need to roll out a **'Damage Die'** to see your assault can wound or kill it. This die is always rolled out using a D6, and depending on your model's attack **'Damage'** range, for each point it can roll over its target's save, subtracted that score away from its total number of **'Life Points'** the target has. To work out a target's save, use its toughness or magic values within its save, depending on which one is the highest. These values can be found in the piece's stats under their **'Save'**. Once wounded, you will need to work out how much a target takes in damage. All attacks have a '**Damage Range'**, that can be found within the attacker's stats under the letter **'D'**, and this indicates how much damage an attack is limited to doing in life points. For instance, an attacker with a damage rating of 1-3 rolls their damage dice and scores a 6, which beats their target's save of a 3 by 3 points. Therefore, it will suffer -3 life points in damage. If an attacker rolls over its target's save and its own damage rating, do not reroll that assault, just inflict the maximum damage that piece can do upon its target instead.

Once a piece has lost all of its life points, it has been slain and is removed from the game.

If an attacking damage die cannot beat an enemy's save it has failed and is discounted.

All attacking dice damage must be concentrated on one individual at a time in a group of models until it has been killed, before wounding the next one. If a single damage dice overkills its target model, those damage points are lost, and so do not pass over on to any other models in an accompanying group.

Sometimes, attacks have bonuses such as **'-2 Toughness'** or **'-2 Agility'**. In these cases, just deduct the bonus off the enemy's save.

A piece's **'Toughness ⓪'** trait is what its enemies have to roll over to harm them. For instance, a Man with 3 toughness, his enemies would have to score 4, 5 or a 6 to roll over his save to harm him. However, some pieces have more bonuses to their save such as **'Resistance ⓪'**, **'Agility ⓪' and 'Magic ⓪'**, which affects a piece's save, and these rules are explained underneath:

For each point of **'Resistance'** a piece has, it will resist enemy damage dice save reductions to a piece's toughness. For instance, if an attack from a great blade that does -2 to a piece's toughness, which has a resistance of 1, that enemy attack will only deduct -1 from its toughness save instead.

For each point of **'Agility'** a piece has, discount the highest roll of an attacking damage dice, working down the die for each point. For instance, an agility of 1 will discount all damage die rolls of a 6, and agility of a 2 will discount all rolls of a 5 and 6, and so on.

'Magic' replaces a target's toughness when trying to roll over its save, if its magic value is higher than its toughness or its toughness value has been reduced lower than its magic value. However, unlike toughness, magic can **never** be added together or increased with different sources of magic from spells or magic items for instance. If a piece has two different magic values to choose from, it will always use the highest value to save on, and ignore all other magic values it has.

If a hit cannot harm a target, because its save goes beyond the attacking damage die's capacity to overcome its save, or its agility always blocks that attack, it will need to be **'Horde Hit'** to harm it instead. To make a horde attack, roll to hit as normal and roll out all damage dice scored against the target, and do not discount any dice for agility. For every 6 scored after the first, boosts that first score of a 6 up by +1, and for each point this score goes over its target's save, deduct one life point from it.

Removing the Dead!

When a piece has no more **'Life Points'** left, it is slain and is removed from the game permanently.

When removing casualties from a unit or any other grouping of models, do not remove them where they have been killed. Instead, always take the slain models away from the back row of the group first. Remove casualties equally from either side of the back row, until you work your way to its middle. Once that row has vanished, start removing casualties for the group's next back line of models. Repeat this process until all the group's models have been removed and it is no more...

If a character piece is killed in any kind of group of models, they are removed individually. If this leaves a space, it is immediately filled by another standard model from that group from its back rank.

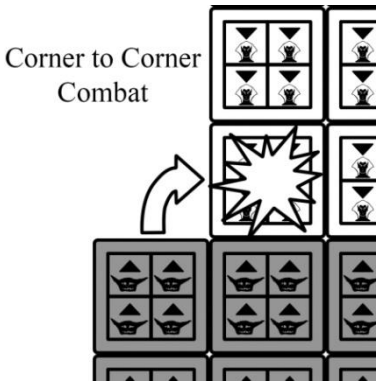
Step 7 - Combat

We all love a bit of bloody carnage, as long as it's other people doing the fighting and dying. That's right kids, it's time for combat!

Welcome to the **'Combat Phase'** of the game, this is where both sides can tire lumps of flesh out of each other in melee combat.

As you may have guessed, to be in combat with another piece, your gaming piece has to be in base contact with them. Even if opposing side's models' bases are only just touching each other on their right angles, they are still in combat with each other. In fact, this is called **'Corner to Corner Combat'**, and is demonstrated underneath.

All models with an **'Attack'** value found in their stats under the letter **'A'** can attack the enemy the amount of times their rating indicate. So, returning to our Garrison Master as our example again, he has an attack value of 2, so he can make 2 attacks. I know it sounds like rocket science stuff right ;)



Each attack is rolled out using a D6, just like everything else in this game. Are you noticing a paten yet ;)

Just like shooting, you will need to roll to hit your opponent in combat and for this you will need to know your models **'Combat Rating'** or **'CR'** for short,

Hitting in Close Combat Chart

Attacking Situations	The Attacker's Rolls to hit on using a D6
If the target's CR is +6 or more over its attacker's CR	**6s to hit**
If the target's CR is +3 or more over its attacker's CR	**5s+ to hit**
If the target's CR is the same or above its attacker's CR	**4s+ to hit**
If the attacker's CR is above its target's CR	**3s+ to hit**
If the attacker's CR is double or more than its target's CR	**2s+ to hit**

Found on your model's stats. So if we return to our trusty Garrison Master again for our next example, we can see he has a combat rating of 5.

Take your model's CR and your opponents and compare the two by relating it to the chart above. So for instance, an Orc with a CR of 4 hits a Goblin with a CR 3. Using the chart above, we can see that the Orc will hit the Goblin on +3 on a roll of a D6.

Once a model has hit another in combat you must roll over its save to kill it if it has one. This is worked out in exactly the same way as a hit from shooting is done, which is explained on page 4.

That's it, that's the basics of combat done, and now on to the **'Battle Stress Phase'**.

Magic

Ok I lied, well I am a cheeky Gremlin after all... well it's hard to know where to put in magic, as it doesn't have its own phase. This is because it can be cast at anytime during the game, barring the Battle Stress Phase.

Each wizard gets 2 randomly selected spells at the start of the game, but a **'Master Wizard'** gets 3 randomly selected spells instead. However, all wizards can always choose to take their first discipline's spell, as this insures they will always have a spell they can cast during the game. By the way, all magic has been ordered in to **'Disciplines'** of their kind, and once you choose one (if you can), the rest of your spells have to come from that discipline.

To understand magic you have to understand the **'Ether'**, which is kind of a magical web that holds existence together. Wizards 'manipulate' this to cast magic. The bearded old farts may tell your there is whole schools of thought on the subject, but as a magical being who's worked on it, that's basically it.

Each spell has an **'Ether Resistance Level'**, where your opponent rolls out their dice to try and control the Ether. Each ether point equals 1D6.

Wizards and other magical things generate **'Magic Dice'**, which you roll out on the behalf of your casting wizard to cast their spells. Each magic dice equals 1D6.

So to cast a wizard's spell, their opponent rolls out the spell's ether resistance level found at the top of each spell. The casting side then rolls out their magic dice. To work out how many dice to use, follow the chart underneath.

Ether and Magic Dice Chart

Casting Wizard's Magic Dice			
Basic Wizard	**Master Wizard**	**Swap Spell for Magic Dice**	**Magic Items or Ability's Bonuses**
2	+1	+1	Apply Magic Items or Ability's Bonuses

The Ether's Dice		
Spell's Ether Resistance Level	**Swap Spell for Ether Dice to Dispel**	**Magic Items or Ability's Bonuses**
Apply Spell's Ether Level as Ether Dice	+1	Apply Magic Items or Ability's Bonuses

The casting wizard is the only one allowed to pitch in magic dice when casting their magic. They can however use magic items to boost their casting power, but they must belong to them, unless the item states otherwise in its rules.

The side with the highest scoring 'dice' wins the roll. So for instance, the player rolling out the ether dice scores 3, 5, 5 and a 6 and the caster rolls a 6 and a 6. The casting side wins, because their first 6 equals the Ether's sides 6, but they cannot match the caster's second 6 with the 3, 5 & 5 even though they have more dice to spell with. The ether's side always wins draws.

After the wizard has beaten the ether to cast their magic, the defending player may add to the ether's score by rolling their own either dice and adding it on to the ether's original score. This is how wizards dispel enemy magic upon the Middle Plain, by crudely fixing the corrupted ether... Anyway, unlike casting magic, the dispelling side can use as many ether dice as they can muster in the dispel attempt, which might involve multiple wizards.

Just in case you're wondering, spells that are traded for magic and ether dice will regenerate back at the start of each turn.

Step 8 - Battle Stress

All the epic tales of two sides clashing and fighting to the death are lies, because most of the time one side will break to flee off the battlefield to save their skins long before that happens...

At the very end of each player's turn, both players must run through a **'Battle Stress Phase'** together, where each side must check all of their own pieces' **'Battle Stress'** levels using the **'Battle Stress & Soldiering Dice Chart'** found in the Pick-up and Play's Folder.

Any piece that has built up any battle stress dice during the turn, must take a **'Battle Stress Check'**, which is called a '**Break Check'** in this phase of the game.

When working out which dice you will need for a break check, the deviancy dice must be excluded. Otherwise, use all other modifiers found on the **'Battle Stress and Soldiering Dice Chart'** for this type of check.

Pieces in combat, only one side will take break checks. To work out which side's pieces must take it, both sides must combine all of their pieces' battle stress scores they have in that combat together. When counting up these dice, ignore all battle stress dice created by deviancy. Otherwise, count up all the other battle stress modifiers from all the pieces involved in that combat as normal. The side with the highest combined battle stress score out of the two has lost the combat and will take break checks as normal. The other side's pieces with the lowest battle stress score has won the combat, and all of their pieces in that fight become totally immune from taking any break checks in that battle stress phase.

When counting up battle stress dice to see which side wins and loses a combat, all battle stress modifiers that could affect multiple pieces in that combat, can only be counted **ONCE** each time it occurs. For instance, a Dragon that causes +2 **'Fear'** fighting in combat against multiple pieces will cause +2 battle stress to all its enemies, but when working out which side wins that combat this modifier can only be counted once. Or, a single **'Flank'** attack that hits many pieces in combat at once can only be counted once when working out who has won that fight.

Battle stress dice modifiers which could only be counted once are now applied to all the losing side's piece's who now have to take a **'Break Check'**, to see if they stay and fight or flee.

Each point of battle stress or soldiering is represented by a D6. So after applying the modifiers on the chart, one side should have a pool of battle stress dice and the other a pool of soldiering dice. The side taking the check always uses their soldiering dice, whilst the other side will always roll the battle stress dice against them, and the player who scores the most 4+'s wins the check. If both sides score a draw, then the player rolling the soldiering dice will always win the check.

If both sides score the same amount of battle stress each in combat, it is a **'Draw'**, which means both sides will skip taking a break check each in that battle stress phase.

If a piece passes its break check nothing further happens, but if it fails it must immediately make a **'Flee Move'**, as described further on in the rules.

After all appropriate break checks and flee moves have been played out, that is the end of the battle stress phase, and the start of the next player's turn.

At the end of each battle stress phase, all battle stress dice caused by casualties suffered during a turn are cleared, and have no further effect upon the game.

In combat, if one side is wiped out leaving the other totally free from all fighting, all the battle stress created by the slain side is ignored, which means it cannot be counted towards any subsequent battle stress checks in the game.

Any new battle stress or soldiering dice created in the battle stress phase is discounted. If they are still affecting the game by the next battle stress phase, only then can they be counted as normal.

Just the Last few Things you need to Know...

Fleeing
If a piece loses a break test it will break and flee out of combat. Fleeing pieces will always flee in the opposite direction of the enemy. The fleeing piece rolls 2D6 and must move that distance in inches away from the enemy. If it has a movement value over 12 inches add another D6 on to that roll. **'Flying'** pieces has slightly different rules for fleeing, which you can check out in the Three Plains Rulebook on page 33.

The enemy will pursue the fleeing piece out of combat, unless they are still locked in to combat elsewhere. The enemy follows the same rules for chasing after the enemy.

If the pursuer catches the fleeing piece, it is totally destroyed and removed from play.

A piece can choose to take a **'Deviancy Check'** to hold their ground instead of chasing after a fleeing enemy. If they succeed, they can be turned to face in any direction and get 2 inches of free movement.

Checks
Through the game, you have to make three types of checks, which is **'Deviancy'**, **'Break'** and **'Bravery'** checks, which can all be worked out by using the **'Battle Stress and Soldiering Dice Chart'**.

Whatever the check, the defenders will always roll the **'Soldiering Dice'** and the other side will roll out the **'Battle Stress'** dice needed in the check.

Each point of battle stress or soldiering equals a D6 each, and the roll of a 4+ is a pass. The side with the most passes wins the check, and if it's a draw the side that rolled out the soldiering dice wins the check.

Death of the General
If the general is slain, all pieces which were under their command must take a **Deviancy Check** at the end of the following combat phase, and flee if they fail it. Furthermore, you can no longer re-rally fleeing pieces by taking and passing a break check in the battle stress phase.

Winning and Losing the Game
After both sides have finished their 8th turn or one player admits defeat the game ends and it's time to work out who has won the battle! To do this, both sides must add up all of the piece's points they have slain during a game, which are referred to as **'Victory Points'**. A gaming piece must be completely destroyed to earn all of its victory points. However, if a piece suffers over 50% of losses by the end of the game; the enemy player is awarded half of its points.

Furthermore, all pieces that are 'Fleeing' at the end of the game are counted as lost or destroyed for the purposes of working out victory points

Award victory points for all mounted beasts and their riders that have been killed separately.

If a player manages to kill the enemy's **'General'** during a game they earn themselves an extra 100 victory points for their trouble.

The player with the highest score wins the game. However, the battle could still end in a draw if the player with the highest score does not exceed the game's drawing margin. For every 2000 points played in total game size, the drawing margin goes up by another 100 victory points. For instance, in a 4500 point game, the player with the highest score would have to score more than 200 victory points more than their opponent to avoid a draw. So, if a player can score more than their opponent and avoid a draw, they have won the game!

That's it!

Ok then, your finished! Now you should be able to play a game of Three Plains straight through. Well... at some point you may have to dig into the main rules, but that is a good thing, as it will introduce you to the more advanced rules and you shouldn't feel overwhelmed now.

Also check out the **'Play Through Guide'** which walks you through one player's turn.

Thanks for reading that's it from me, Flip-flop. Good luck and go and get ‘em tiger ;)